

How Classroom Suite 4 Templates and Creativity Tools Align with Stages

Stages is a seven-level developmental framework that describes a learner's cognitive and language abilities. Stages helps schools comply with alternate assessment mandates by providing an accessible way to assess learners with special needs. Stages also serves as a selection guide for curriculum activities (including both software and off-computer activities). The sequence of seven Stages is based on the work of Madalaine Pugliese, a nationally recognized authority in the fields of assistive and instructional technologies.

The listing below showcases how easily you can incorporate Classroom Suite 4 at each developmental Stage.

Stage 1: Cause and Effect

A Stage One learner...

- is just beginning to or is consistently focused visually on a target.
- is just beginning to or is consistently listening to a prompt.
- explores the access device with purposeful interaction.
- moves from multiple, random access attempts toward device mastery.
- consistently uses the control site muscle in response to prompts for behavior.

Stage	Template	Location	Description	Attached Overlays *Overlay Sends Automatically	Switch Settings
1	Make It Move	Templates/ Early Learning/ Easy Explore	Movements reinforced with any object. When exploring this is a Stage 1 activity. Do not use the Quiz feature until you get to Stage 3. <i>Created with the Easy Explore Template.</i>	Automatic Scan Overlay CS4 Make It Move Classroom Suite 4 Access	Step Scan Automatic Scan Student is using random switch presses
1	Puzzles	Templates/Early /Puzzles	This activity is a cause and effect activity that enables students to complete a simple puzzle. Do not use with 2 switches until Stage 3. <i>Created with the Puzzle Template</i>	Button Click Overlay*	Switch 1: Next Page Switch 2: Repeat Puzzle Do not use 2 switches until Stage 3

Stage 2: Language Readiness

A Stage Two learner...

- uses eye gaze and/or utterances to convey communicative intent.
- uses other personal, familiar behavioral cues to convey communicative intent.
- uses body language and/or head orientation to convey recognition of objects.
- attempts to imitate movement and/or meaningful gestures.
- indicates awareness of language through facial expression.
- uses consistent behaviors to interact with the software even though the content is now richer than it was at Stage One.

Stage	Template	Location	Description	Attached Overlays *Overlay Sends Automatically	Switch Settings
2	Colors	Templates/ Early Learning/ Easy Explore	Students change the color of objects such as a butterfly or ball. Do not use the Colors Quiz until Stage 4. <i>Created with the Easy Explore Template</i>	Automatic Scan Overlay CS4 3 Colors Classroom Suite 4 Access	Automatic Scan Step Scan Student is using random switch presses
2	Count to 5		Students explore animals and numbers. Do not use the Counting Quiz until Stage 4. <i>Created with the Easy Explore Template.</i>	Automatic Scan Overlay CS4 Count to 5 Classroom Suite 4 Access	Automatic or Step Scan Student is using random switch presses
2	Explore Dinosaurs		Students have an opportunity to explore attributes of size, number, color, and movement Build pictures and language together. When in explore mode this is a Stage 2 activity. Quizzes: “Make it Move” and “Find” are Stage 3. “Counting” and “Colors” are Stage 4. <i>Created with the Easy Explore Template.</i>	Automatic Scan Overlay CS4 Explore Dinosaurs Classroom Suite 4 Access	Automatic Scan Step Scan Student is using random switch presses
2	Small and Large		Students explore changing the size of objects on-screen learning the difference between small and large. Do not use Quiz feature until Stage 4. <i>Created with the Easy Explore Template.</i>	Automatic Scan Overlay CS4 Small and Large Classroom Suite 4 Access	Automatic Scan Step Scan Student is using random switch presses
2	Building Sentences		Students explore nouns, verbs and attributes. Randomly chosen targets form sentences and come to life. Quizzes: Match by Name” and “Match by Sight” are Stage 3. “Counting, Stage 4. “Spelling” , Stage 7.	Attach the Automatic Scan Overlay	Use either Automatic or Step Scan Overlay
2	Create Your Own		Add pictures to engage individual students. Pick pictures for words or concepts that they need to learn. In Stage 2 do not expect deliberate choice making, however, exploring through random choices creates receptive vocabulary activity.	Automatic Scan Overlay Make Your Own Classroom Suite 4 Access	Automatic Scan Step Scan Student is using random switch presses

Stage 3: Emerging Language

A Stage Three learner...

- uses or understand simple sentences.
- understands object names, pictures, and actions as demonstrated by intentional gestures.
- identifies objects by their attributes (such as by sound of distinct shape).
- discriminates among objects and places them into categories.
- understands the function of an object.
- waits for options as choices are offered.

Stage	Template	Location	Description	Attached Overlays <small>*Overlay Automatically Sends</small>	Switch Settings
3	Easy Explore	Templates/Early Learning/ Easy Explore	Incorporate an IntelliQuiz in some of the language based activities of the Easy Explore activities in Stage 2 and use for assessment to address Stage 3 level students.	Automatic Scan Overlay Classroom Suite 4 Access	Automatic Scan Step Scan Step Scan
3	Left Right	Templates/Early Left Right	Access is the focus of this activity. There are two switches and the student starts to track and learn to use two switches. <i>Created with the Left Right Template</i>	Automatic Scan CS4 Left Right Classroom Suite 4 Access	Left Switch Right Switch
3	2 Choice	Templates/Early Learning / 2 Choice	Students use two switches or an overlay to answer questions. Any concepts, categories or topics can be addressed in creating activities using this template. The language can also be simplified as addressed in manual.	Left Right Overlay Automatic Scan Overlay	Switch 1: Left Switch 2: Right Automatic Scan
3	Response Latency Assessment	Templates/Reading/ Assessment	You can measure the time that it takes a student to select an answer in among distracters in a multiple-choice activity.	Automatic Scan CS4 Assessment Classroom Suite 4 Access	Automatic Scan Step Scan Step Scan

Stage 4: Early Concepts

A Stage Four learner...

- recognizes colors, shapes, letters and numbers.
- can control the input device to explore accessible software independently.
- understands vocabulary for emerging literacy and/or mathematical foundation.
- develops simple social interaction skills with peers, such as turn taking in conversations.
- understands social expectations in various situations and can express common courtesies.
- engages with peers in interactive, make-believe play situations.
- shares materials with peers in group activities.

Stage	Template	Location	Description	Attached Overlays *Overlay Sends Automatically	Switch Settings
4	Easy Explore	Templates/Early Learning/ Easy Explore	Incorporate an IntelliQuiz in any of the academic (counting, colors) Easy Explore activities in Stage 2 and use for assessment to address Stage 4 level students.	Automatic Scan Overlay Classroom Suite 4 Access	Automatic Scan Step Scan
4	Letter Recognition	Templates/Reading/ Assessments	Choose any targeted letters and quickly create assessment for letter and sounds recognition.	Automatic Scan Overlay CS4 Assessment Classroom Suite 4 Access	Automatic Scan Step Scan
4	Sound Fluency	Templates/ Reading/ Assessments	Choose any targeted letters and quickly create assessment for letter/sound recognition or phonemic awareness.	Automatic Scan Overlay CS4 Assessment Classroom Suite 4 Access	Automatic Scan Step Scan
4	Phonemic Awareness	Templates/Reading/ Phonemic Awareness	Sorting Sounds, Matching Sounds, Find the Sound, Count Sounds	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
4	Phonics	Templates/Reading/ Phonics	Match Letters and Matching letters to sounds align with developing basic reading readiness	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
4	Counting	Templates/Math/ Early Math Concepts	Show quantity or count number of objects	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
4	Patterns	Templates/Math/ Early Math Concepts	Build, extend and copy patterns	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
4	Sorting	Templates/Math/ Early Math Concepts	Student sorts objects based on attributes such as size, shape or color. With other attributes, this activity may be Stage 5 (eg - solid or liquid).	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan

Stage 5: Advanced Concepts and Communication

A Stage Five learner...

- demonstrates sophisticated control of the access device.
- can articulate frustrations with the interaction process, when necessary.
- understands complex spoken sentences.
- recognizes target vocabulary words.
- can spell target words.
- understands the words he/she reads.
- understands basic number concepts.
- can perform simple mathematical operations.
- develops mathematical vocabulary.
- demonstrates problem-solving skills (planning and organization, drawing conclusions).
- is able to analyze steps needed to accomplish a task.
- uses manipulatives appropriately.

Stage	Template	Location	Description	Attached Overlays *Overlay Automatically Sends	Switch Settings
5	Errorless Writing	Templates/Early Learning / Errorless Writing	These are writing activities for emerging language pattern structure. Students use rebus writing to put language together.	CS4 Errorless Writing Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
5	Phonemic Awareness	Templates/Reading/ Phonemic Awareness	Blend sounds and Match, Change the Sound and Match, Remove the Sound and Match align with developing more sophisticated phonemic awareness	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
5	Phonics	Templates/Reading/ Phonics	Blend Onsets and Rimes, Build Words Using Sounds, Read High Frequency Words, Sort Major and Minor Sounds, Build Vowel-R Words, Sort Syllables, Match Compound Words, and Blend Root and Affix align with developing basic reading abilities	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
5	Build Fluency	Templates/Reading/ Build Fluency	Activities in which a student reads and records words, sentences, passages.	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
5	Build Vocabulary	Templates/Reading/ Build Vocabulary	Create vocabulary lists for your students	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan

5	Build Comprehension	Templates/Reading/Comprehension	Customize a story and add questions to assess comprehension	Automatic Scan Overlay Classroom Suite 4 Access	Step Scan Automatic Scan
5	Math Assessment	Templates/Math/Assessments	Addition, Subtraction, Multiplication, Division basic skills and number facts assessments	Automatic Scan Overlay CS4 Assessment Classroom Suite 4 Access	Step Scan Automatic Scan
5	Whole Number Operations	Templates/Math/Whole Number Operations	Students use manipulative models to learn strategies for solving math problems. Templates: Learning Addition and Subtraction Models, Addition to 20, Subtraction Under 20, Addition and Subtraction Fact Families, Learning Multiplication and Division Models, Multiplication Under 150, Division Under 150 and Skip Counting.	Automatic Scan Overlay CS 4 Add Subtract CS4 Multi /Division Classroom Suite 4 Access	Step Scan Automatic Scan
5	Place Value	Templates/Math/Place Value	Students build their understanding of addition and subtraction of large numbers using base ten blocks.	Automatic Scan Overlay CS4 Place Value Classroom Suite 4 Access	Step Scan Automatic Scan Step Scan
5	Fractions and Decimals	Templates/Math/Fractions and Decimals	Students build their understanding of fractions. Students learn to use fraction bars, parts of a set and areas of a rectangle to represent fractions.	Automatic Scan Overlay CS4 Fractions Classroom Suite 4 Access	Step Scan Automatic Scan Step Scan
5	Make A Book	Creativity Tools/Make A Book	Use this template to add digital graphics and create a story.	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
5	StoryMaker	Creativity Tools/StoryMaker	Use this template to add digital graphics and create a story.	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
5	Multimedia Presentation	Creativity Tools/Multimedia Presentation	Use this template to add many forms of media to create a presentation or report	Use Overlay Maker to customize access	Use Overlay Maker to customize access

Stage 6: Functional Learning

A Stage Six learner...

- shows an interest in the community and personal independence.
- can apply mathematical concepts to real world situations.
- can recognize common symbols, such as safety signs.
- knows how to dress appropriately.
- shows responsibility for tasks throughout the day.

At this Stage it would be great to add your own digital pictures and have the students write with you about their environment and things in their world. In Stage 5 you might use similar templates but add the text either and allow students to read. At this Stage we encourage students to become authors and participate in the create process as it relates to their unique community.

Stage	Template	Location	Description	Attached Overlays *Overlay Sends Automatically	Switch Settings
6	Make A Book	Creativity Tools/ Make A Book	Use this template to add digital graphics and create a story.	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
6	StoryMaker	Creativity Tools/ StoryMaker	Use this template to add digital graphics and create a story.	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
6	Multimedia Presentation	Creativity Tools/ Multimedia Presentation	Use this template to add many forms of media to create a presentation or report	Use Overlay Maker to customize access	Use Overlay Maker to customize access

Stage 7: Written Expression

A Stage Seven learner...

- reads and writes words independently.
- spells words correctly and composes thoughts grammatically.
- uses written language to express understanding and original thought.
- retells a story in the proper sequence.
- uses menus and tools in a word processor.
- uses hand-held spelling tools or word walls.

Stage	Template	Location	Description	Attached Overlays	Switch Settings
7	Autobiographies	Creativity Tools/ Autobiographies	Provide supports for writing an autobiographical piece through pre-set categories and ideas.	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
7	Journals	Creativity Tools/ Journals	Daily journal writing helps students develop sophisticated writing skills language comprehension, sentence structure, and writing independence.	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
7	Letters	Creativity Tools/ Letters	The Letter templates provide scaffold practice in writing letters.	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
7	Reports	Creativity Tools/ Reports	Demonstrate an understanding of elements of story structure: plot, character, setting, conflict, theme, etc	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
7	Writing Tools	Creativity Tools/ Writing Tools	Talking word processor with spell checker and word prediction.	Automatic Scan Overlay CS4 Writing ABC CS4 Writing QWERTY	Step Scan Automatic Scan
7	Make A Book	Creativity Tools/ Make A Book	Use this template to add digital graphics and create a story.	Automatic Scan Overlay CS4 Writing ABC, QWERTY	Step Scan Automatic Scan
7	StoryMaker	Creativity Tools/ StoryMaker	Use this template to add digital graphics and create a story.	Automatic Scan Overlay CS4 Writing ABC, QWERTY	Step Scan Automatic Scan
7	Multimedia Presentation	Creativity Tools/ Multimedia Presentation	Use this template to add many forms of media to create a presentation or report	Use Overlay Maker to customize access	Use Overlay Maker to customize access